

AMENDMENTS TO THE CLAIMS:

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

Listing of Claims:

1. (Currently Amended) A method for playing a plurality of received packets after determining jitter in a packet network, ~~transporting a plurality of sequential packets having payloads assembled according to a specified codec~~, comprising:

detecting the arrival time of a first network packet;

determining the duration of said first network packet, comprising:

detecting the size in bits of the payload of said first network packet; and

multiplying said bit size of said payload by the time-duration-per-bit ratio of the packet codec used to encode the packet payload;

determining the anticipated arrival time of a subsequent network packet based upon said detected arrival time of said first network packet and said determined duration of said first network packet;

detecting the arrival time of said subsequent network packet; ~~and~~

determining network jitter based upon the difference between said anticipated arrival time and said detected arrival time of said subsequent network packet;

setting a nominal delay setting using said determined network jitter; and

playing said plurality of received packets once the nominal delay setting is reached.

2. (Cancelled).

3. (Original) The method of Claim 1, wherein said anticipated arrival time of said subsequent network packet is determined by adding said determined duration of said first network packet to said arrival time of said first network packet.

4. (Currently Amended) The method of Claim 1, wherein said detecting the arrival time of said first network packet utilizes a time stamp reference at a packet receiving apparatus without reference to network time stamping of said packet.

5. (Currently Amended) The method of Claim 3, wherein said detecting the arrival time of said subsequent network packet utilizes a time stamp reference at a packet receiving apparatus without reference to network time stamping of said packet.

6. (Original) The method of Claim 1, wherein said subsequent network packet immediately follows said first network in said sequence.

7. (Original) The method of Claim 1, wherein said subsequent network packet is spaced by a predetermined number of packets from said first network packet.

8. (Previously Presented) The method of Claim 1, further comprising:

identifying said subsequent network packet based upon the sequence of said network packets.

9. (Original) The method of Claim 8, wherein said sequence is used to identify each subsequent network packet immediately following each network packet in said sequence.

10. (Original) The method of Claim 6, wherein said sequence identifier is used to identify subsequent network packets spaced by a number of packets from each respective first network packet.

11. (Currently Amended) A method for ~~determining jitter in a series of packets containing~~playing audio payloads in a packet network, at ~~an receiving apparatus for receiving a plurality packets~~ in said packet network, comprising:

providing a timing apparatus at said receiving apparatus;

detecting the arrival time of each network packet with reference to said timing apparatus;

determining the duration of each network packet audio payload;

determining the anticipated arrival time of respective subsequent network packets following each network packet, based upon said detected arrival time of each network packet and said determined duration of each network packet;

detecting the arrival time of said respective subsequent network packets;

determining network jitter based upon the difference between said anticipated arrival time and said detected arrival time of said respective subsequent network packets; ~~and~~

maintaining a running average of said determined jitter between each adjacent network packet pair;

setting a nominal delay setting using said determined network jitter; and

playing said plurality of received packets once the nominal delay setting is reached.